

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:
a housing;
a refractive light display connected to said housing, said refractive light display including ~~at least one~~ a refractive surface;
at least one light source connected to said housing for directing light into the refractive light display; and
a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces~~-surface~~ in the refractive light display in coordination with a game function.

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Claim 2 (original): The gaming device of Claim 1, wherein said refractive light display includes a plurality of refractive surfaces which form a symbol, image, pattern or design.

Claim 3 (original): The gaming device of Claim 1, wherein the refractive light display includes a transparent edge-lit material.

Claim 4 (original): The gaming device of Claim 1, wherein the refractive light display includes a translucent edge-lit material.

Claim 5 (original): The gaming device of Claim 1, which includes a symbol display connected to the housing adjacent to the refractive light display, said symbol display including at least one symbol.

Claim 6 (original): The gaming device of Claim 5, wherein the symbol display includes a plurality of symbols.

Claim 7 (original): The gaming device of Claim 5, wherein the symbol display is a video display device.

A1 Claim 8 (original): The gaming device of Claim 5, wherein the symbol display is a mechanical display device.

Claim 9 (original): The gaming device of Claim 5, wherein the symbol display is an award wheel controlled by the processor having a plurality of sections each including at least one symbol.

Claim 10 (original): The gaming device of Claim 9, wherein at least one of the sections includes a plurality of symbols.

Claim 11 (original): The gaming device of Claim 5, wherein the symbol display includes at least one player selectable selection associated with at least one symbol of the symbol display.

Claim 12 (original): The gaming device of Claim 1, which includes a plurality of light sources mounted to the housing adjacent to the refractive light display and controlled by the processor.

Claim 13 (original): The gaming device of Claim 12, wherein the plurality of light sources include a plurality of lights.

px Claim 14 (original): The gaming device of Claim 1, wherein the light source includes a plurality of lights.

Claim 15 (original): The gaming device of Claim 14, wherein the plurality of lights are the same color.

Claim 16 (original): The gaming device of Claim 14, wherein the plurality of lights are different colors.

Claim 17 (currently amended): The gaming device of Claim 1, wherein the refractive light display includes at least one section of edge-lit material having at least one a refractive surface.

Claim 18 (original): The gaming device of Claim 17, wherein the section of edge-lit material includes a reflective material to prevent light from exiting at least one edge of said edge-lit material.

Claim 19 (original): The gaming device of Claim 18, wherein the reflective material is a reflective coating on said edge.

Claim 20 (original): The gaming device of Claim 18, wherein the reflective material is a material selected from the group consisting of: metallic paints, metal tapes, and metallic coatings.

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Claim 21 (original): The gaming device of Claim 1, wherein the refractive light display is made from an acrylic edge-lit material.

Claim 22 (original): The gaming device of Claim 1, wherein the refractive light display is made from an edge-lit material selected from the group consisting of: plastic and glass.

Claim 23 (original): The gaming device of Claim 1, wherein the refractive light display includes a plurality of layers of edge-lit material.

Claim 24 (currently amended): The gaming device of Claim 23, wherein each layer of edge-lit material includes ~~at least one-a~~ refractive surface.

Claim 25 (original): The gaming device of Claim 24, which includes a plurality of light sources connected to the housing, wherein each light source is positioned to direct light into one of said layers of edge-lit material.

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Claim 26 (original): The gaming device of Claim 1, wherein the game function includes a game mode.

Claim 27 (original): The gaming device of Claim 26, wherein the game mode is a mode selected from the group consisting of: an attract mode, an idle mode, a normal mode, a game mode, a bonus game mode, a game start mode, a jackpot mode, a cash out mode, and a player tracking mode.

²⁹
Claim ²⁸ (currently amended): A gaming device comprising:
a housing;
a refractive light display connected to said housing, said refractive light display including ~~at least one~~ a refractive surface;
a symbol display connected to said housing and positioned adjacent to the refractive light display, said symbol display having at least one symbol;
at least one light source connected to said housing for directing light into the refractive light display; and
a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~ surface in the refractive light display and for indicating at least one symbol on the symbol display or at least one game mode.

³⁰
Claim ²⁹ (original): The gaming device of Claim ²⁸, wherein the light source includes a plurality of lights.

³¹
Claim ³⁰ (original): The gaming device of Claim ²⁹, wherein the plurality of lights are the same color.

³²
Claim ³¹ (original): The gaming device of Claim ²⁹, wherein the plurality of lights are different colors.

33
Claim 32 (original): The gaming device of Claim 28, wherein the symbol display includes a plurality of symbols.

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Claim 33 (original): The gaming device of Claim 28, wherein said symbol display is an award wheel controlled by the processor, and which includes a plurality of award symbols.

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Claim 34 (original): The gaming device of Claim 28, wherein said symbol display is at least one reel.

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Claim 35 (currently amended): The gaming device of Claim 34, wherein said the refractive surface forms at least one payline associated with said reel.

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Claim 36 (original): The gaming device of Claim 28, wherein said symbol display includes a plurality of player selectable selections.

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Claim 37 (original): The gaming device of Claim 28, wherein said symbol display is a video display device.

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Claim 38 (original): The gaming device of Claim 28, wherein the refractive light display includes a plurality of refractive surfaces which form a pattern, image or design.

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Claim ⁴² 39 (original): The gaming device of Claim ²⁸ 28, wherein the refractive surface functions as a symbol indicator.

⁴²
Claim ⁴² 40 (currently amended): A gaming device comprising:
a housing;
an award display movably mounted to said housing, said award display including at least one award symbol;
a refractive light display mounted to said housing and adjacent to said award display, said refractive light display including at least one a refractive surface;
at least one light source connected to said housing for directing light into the refractive light display; and
a processor for controlling said award display and the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces surface in the refractive light display and for indicating at least one symbol on the award display or at least one game mode.

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Claim ⁴² 41 (original): The gaming device of Claim ⁴⁰ 40, wherein the refractive surface functions as an award indicator selected from the group consisting of: a pointer, barrier, box, area, payline and indicator.

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Claim ⁴² 42 (original): The gaming device of Claim ⁴⁰ 40, wherein the light source includes a plurality of lights.

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Claim ~~43~~ (original): The gaming device of Claim ~~42~~⁴⁴, wherein the lights are different colors.

⁴⁶
Claim ~~44~~ (original): The gaming device of Claim ~~40~~⁴², wherein the award display is an award wheel rotatably mounted to the housing and having a plurality of award symbols.

⁴⁸
Claim ~~45~~ (currently amended): A gaming device comprising:
a housing;
an award display movably mounted to said housing, said award display including at least one award symbol;

a refractive light display movably mounted to said housing and adjacent to said award display, said refractive light display including ~~at least one~~a refractive surface;

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at least one light source connected to said housing for directing light into the refractive light display; and

a processor for controlling said award display and the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~surface in the refractive light display and for indicating at least one symbol on the award display or at least one game mode.

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Claim ~~46~~ (original): The gaming device of Claim ~~45~~⁴⁸, wherein said processor is adapted to cause the award display and said refractive light display to move in the same direction.

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Claim ⁴⁷ (original): The gaming device of Claim ⁴⁵, wherein said processor is adapted to cause the award display and said refractive light display to move in different directions.

⁵¹
Claim ⁴⁸ (original): The gaming device of Claim ⁴⁵, wherein the light source includes a plurality of lights.

⁵²
Claim ⁴⁹ (original): The gaming device of Claim ⁴⁸, wherein the lights are different colors.

⁵⁴
Claim ⁵⁰ (currently amended): A gaming device comprising:

a housing;

a reel mounted to said housing, said reel having at least one symbol;

a refractive light display mounted to said housing adjacent to said reel, said refractive light display having ~~at least one a~~ refractive surface that functions as a pay indicator;

at least one light source connected to said housing for directing light into the refractive light display; and

a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces-surface~~ in the light display to indicate at least one symbol or at least one game mode.

Claim ⁵⁵ ~~51~~ (original): The gaming device of Claim ⁵⁴ ~~50~~, wherein the reel includes a plurality of symbols.

Claim ⁵⁶ ~~52~~ (original): The gaming device of Claim ⁵⁴ ~~50~~, wherein the award display includes a plurality of reels with a plurality of symbols.

Claim ⁵⁷ ~~53~~ (original): The gaming device of Claim ⁵⁴ ~~50~~, which includes a plurality of refractive surfaces that function as paylines.

Claim ⁵⁸ ~~54~~ (original): The gaming device of Claim ⁵⁴ ~~50~~, wherein the pay indicator is selected from the group consisting of: a payline, barrier, an arrow, an area and a box.

Claim ⁵⁹ ~~55~~ (original): The gaming device of Claim ⁵⁴ ~~50~~, wherein the pay indicator extends horizontally, vertically, diagonally or any combination thereof.

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Claim 56 (currently amended): A gaming device comprising:
a housing;
a refractive light display connected to said housing, said refractive light display including at least one-a refractive surface;
at least one light source connected to said housing for directing light into the refractive light display;
a sub-processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces-surface in the light display;
and
a processor for communicating with the sub-processor and for co-acting with the refractive light display to indicate a game function or a game mode.

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Claim 57 (currently amended): A gaming device comprising:
a housing;
a refractive light display connected to said housing, said refractive light display including at least one-a refractive surface and at least one reflective layer;
at least one light source connected to said housing for directing light into the refractive light display; and
a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces-surface in the refractive light display and to indicate a game function or a game mode, wherein the reflective layer prevents said light from exiting from at least one portion of the refractive light display.

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Claim *58* (original): The gaming device of Claim *57*, wherein the reflective layer includes a reflective material.

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Claim *59* (original): The gaming device of Claim *58*, wherein the reflective material is selected from the group consisting of: metallic paints, metal tapes, and metallic coatings.

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Claim *60* (original): The gaming device of Claim *57*, wherein the refractive light display includes a plurality of refractive surfaces and reflective layers.

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Claim *61* (currently amended): A gaming device comprising:
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a housing;
a refractive light display mounted to said housing having a plurality of layers, each said layer including at least one-a refractive surface;
a plurality of light sources connected to said housing for directing light into each of said layers; and

a processor for controlling the light sources to selectively direct light into the refractive light display to illuminate the refractive surfaces-surface in the layers to coordinate with a game function, indicate at least one symbol or indicate a game mode.

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Claim *62* (currently amended): The gaming device of Claim *61*, wherein the
refractive light display includes a plurality of refractive surfaces and, wherein the
refractive surfaces form a pattern, image or design.

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Claim 63 (original): A method for operating a gaming device, said method comprising the steps of:

- (a) activating a symbol display including a plurality of symbols in a game;
- (b) causing a light source to direct light into at least one edge of a refractive light display adjacent to said symbol display; and
- (c) refracting light from at least one refractive surface in the refractive light display to indicate at least one of the symbols of the symbol display.

⁷²
Claim 64 (original): The method of Claim 63, ⁷¹ wherein the symbol display is an award wheel having a plurality of award symbols.

⁷³
Claim 65 (original): The method of Claim 63, ⁷¹ which further includes the step of moving the symbol display and the refractive light display simultaneously.

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Claim 66 (original): The method of Claim 63, ⁷¹ which further includes the step of alternately moving the symbol display and the refractive light display.

⁷⁵
Claim 67 (original): A method for operating a gaming device, said method comprising the steps of:

- (a) spinning one or more reels;
- (b) causing a light source to direct light into at least one edge of a refractive light display; and
- (c) refracting the light from at least one refractive surface in the refractive light display to illuminate a pay indicator for said reels.

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Claim 68 (new): The gaming device of Claim 1, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

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Claim 69 (new): The gaming device of Claim 28, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

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Claim 70 (new): The gaming device of Claim 40, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

Claim 71 (new): The gaming device of Claim 45, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

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Claim 72 (new): The gaming device of Claim 50, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

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Claim 73 (new): The gaming device of Claim 56, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the sub-processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

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Claim 74 (new): The gaming device of Claim 57, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

Claim 75 (new): The gaming device of Claim 61, wherein each of the layers includes a plurality of refractive surfaces, and wherein the processor causes the light sources to selectively direct light into the refractive light display to illuminate the refractive surfaces in the layers.